

Evaluating Apps

- **Title:** Donut Maker: Cooking Games
- **Version:** Version 3.0
- **Publisher:** Maker Labs
- **Target Audience:** The age rating on the app store say it's for ages 4+, which we agree with.
- **Type:** We would say this app type is a simulation. It simulates working in a kitchen making donuts and shows basic sequencing steps.
- **Curriculum:** This app could be used for teaching sequencing, but it would probably better suit the younger grades. We think it could be good to introduce how there are many steps to cooking food and how you have to do them in the correct order to get the right results.
- **Cost:** This app was free to download, but it had a ton of ads. While they don't have anything to do with the app, this could cause students to accidentally buy something or even see something advertised that they don't need to see.
- **Description of the software:**

When you open the app, it opens on to a screen of a girl who is going to have a donut party with her friends. You then choose what kind of donuts to make. Then you go through some sequencing events where you add wet ingredients, mix, dry ingredients, mix, remaining ingredients, and mix one more time. You roll the dough and then stamp out the donuts and decorate.
- **Impressions:**

This game was cute, but more for at home learning than school. The graphics were fine (probably more appealing to children's eyes than ours) and the audio was a bit annoying. We think it's probably better suited towards a younger audience, but our age range might still enjoy it if we did decide to

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bring it into the classroom. With that being said, we would most likely not incorporate this app into our curriculum.